Mikael Andersson

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Game Chef 2014

**Mikael Andersson**
Discussion · 13 May 2014

I'm having a slow start.

So far, I'm working with a conflict resolution based on a kind of Thieves' Cant or street lingo. There are three initial terms and the players can discover / create / redefine them in play.

Using a term is key to the mechanics. I don't want any randomizers if I can help it - instead, I want to encourage people to pepper their language with as much Bandethal as possible to score as high as possible or achieve orthogonal goals.

Some currency will be used to allow players to affect the language. It'll represent notoriety of some kind.

I'm using TiddlyWiki5 as the backend for this, as it lets players easily update, archive, reference, etc. TiddlyWiki is a pretty advanced wiki written entirely in JavaScript and self-contained in a single file - meaning you can run it almost anywhere with a browser without installing a database and web server (for example, you can host it on Google Drive or Dropbox).

http://lachekgc2014.tiddlyspot.com/

Lachek GameChef 2014 — a game of some sort
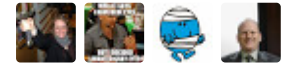
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I had thought about using a deck of cards to allow you to absorb words the first person to have the words to define thier drawn item or concept would end the game.

Which is a rambling way to say I really like where you are going with this.

**Mikael Andersson**  14 May 2014  +1
Updated. Learning more about TiddlyWiki5 and changed the host to TiddlySpot for on-demand saving and backups. TiddlyWiki is a really neat platform and I'm sure I will use it for more stuff in the future. I like writing things in a non-linear way, too, which is surprising to me since I rarely do when working in a word processor. I'm finding myself outlining and scaffolding a lot, setting up links and structures that I'll return to flesh out later. It's quite liberating.

The mechanics of the game are clearer to me now as well. Terms can be used as nouns, adjectives, or verbs - the initial three (Wild, Sickle, and Glitter) have a definition for each.

Verbs make things happen in the world and overrule "soft" narration. If you want to affect meaningful change you need to use verbs.

Adjectives increase your chance to succeed at stuff. You're trying to overcome a passive "resistance value" which the GM sets through a token economy. If you overcome them, the resistance tokens are placed into a pool where players can award them to others, PTA-style.

Invoking Nouns means you get that stuff, or use that stuff for a bonus.

So I might say 'this wild is sickle now, time to glitter it up' after having prepped some drugs (wild) until they're ready (sickle) to be taken, to impress someone present with my wealth (glitter). I use up my drugs in the process

but can overcome a resistance value of 1. I not only impress whoever I was impressing in the fiction, but I also get a token I can use to f.ex. add a definition to an existing term or discover a new term.

One thing I like about this is that the players will start defining what kinds of things they want to engage in, and as a gang will start specializing in that stuff. It's as if you're playing a *World game where the only starting move is to write a new move for yourself.

http://lachekgc2014.tiddlyspot.com/

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